MEASURING AND MODELING HUMAN PROBABILISTIC SEGMENTATION MAPS

1. INTRODUCTION

Visual segmentation is a core function of biological vision:

- ▶ involves Gestalt principles, *e.g.* grouping by similarity, proximity and good continuation [1]
- ▶ visual cortical neurons are sensitive to those cues [2]

Purpose: to compare the prediction of different models to human performance

4. MODELS

(i) a non-parametric model $[\Theta = ((p_i)_i, \alpha)]$
$p_{\mathbf{i},\mathbf{j}}(\Theta) = \alpha + (1 - 2\alpha) \langle p_{\mathbf{i}}, p_{\mathbf{j}} \rangle$ (N
► assumes the existence of underlying $ ightarrow p_i = (p_i p_i)$ probability maps probability
(ii) generative model (optimal observer) $[\Theta = (\Lambda, \alpha)]$
$p_{\mathbf{i},\mathbf{j}}(\Theta) = \alpha + (1 - 2\alpha) \langle p(x_{\mathbf{i}} \mathbf{\Lambda}), p(x_{\mathbf{j}} \mathbf{\Lambda}) \rangle$ (G
► assumes the probability maps are obtained via probabilistic inference w/ $\Lambda_k = (\Sigma_k)$
(iii) feedforward discrimininative model [$\Theta = (W, \mu, \sigma, \sigma)$
$p_{\mathbf{i},\mathbf{j}}(\Theta) = \alpha + (1 - 2\alpha)S_{\sigma,\mu}\left(\cos_W(x_{\mathbf{i}}, x_{\mathbf{j}})\right) $ (F
► assumes that local features are directly compared ► $S_{\sigma,\mu}(u) = (1 + e^{i\theta})$

5. Segmentation Results (4 participants)



Figure 3: High and low uncertainty stimuli.



Figure 4: Fit quality (crossval. negative log-lkl, lower is better). Rdm: chance level.

▶ manipulating the orientation and spatial frequency distributions of the textured segments changes the segmentation uncertainty – Figure 3

▶ the probabilistic inference model (GM) explains the data better than the feature discrimination model (FD) – Figure 4

variability of human segmentation correlates with image uncertainty – Figure 5

► GM captures the variability that is intrinsic to image uncertainty, differences with NP account for other factors such as measurement noise and inter-participants variability – Figure 5

variability is concentrated around edges, this effect is stronger for low uncertainty stimuli (blue) where edges are more spatially localized – Figure 6

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variability is localized around edges

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